

ProMark2 TRAINING

MODULE FIVE

CONFIGURING FOR STATIC SURVEY

AIM OF MODULE 5

- **IDENTIFY THE PROCEDURES FOR CONFIGURING THE ProMark2 FOR SURVEY MODE OPERATIONS**
- **SHOW AND BRIEFLY EXPLAIN THE RECEIVER SCREENS USED FOR STATIC SURVEYING**

SURVEY MODE

- **DEPRESS THE RED POWER BUTTON TO ENABLE POWER TO THE RECEIVER AND THE EXTERNAL ANTENNA**
- **ON THE MODE SCREEN ENTER: SURVEY MODE**
- **ON THE SURVEY SCREEN ENTER: SET-UP**
- **ON THE SURVEY MENU SCREEN, SELECT: POINT ATTRIBUTE**
- **HIT: ENTER**

POINT ATTRIBUTE SCREEN

SITE ID

- TO ENTER THE SITE ID [????]
- HIT: ENTER
- THIS WILL SHOW THE FULL SITE ID SCREEN INCLUDING THE ALPHANUMERIC CHARACTER BUTTONS, THE 'OK' BUTTON, AND 'CLEAR' SCREEN BUTTON

- USE THE FOUR DIRECTION ARROW KEY BUTTON TO MOVE THE 'CURSOR' WHICH IS CURRENTLY DEFAULTED ON THE 'A' CHARACTER. MOVE THE CURSOR DOWN TO THE BOTTOM AND SHIFT RIGHT TO THE 'CLEAR' BUTTON
- HIT: ENTER.
- THIS ACTION CLEARS THE QUESTION MARKS FROM THE CHARACTER ENTRY WINDOW

POINT ATTRIBUTE SCREEN (Cont'd)

SITE ID (Cont'd)

- **TO ENTER ANY COMBINATION OF FOUR ALPHANUMERIC CHARACTERS:**
- **MOVE CURSOR USING THE ARROW KEY BUTTON TO THE CHARACTER**
- **HIT: ENTER**
- **REPEAT THIS STEP UNTIL FOUR ALPHANUMERIC CHARACTERS ARE DISPLAYED IN THE SITE ID WINDOW**
- **SELECT: OK**
- **HIT: ENTER**
- **WHEN THE POINT ATTRIBUTE SCREEN REAPPEARS, USE THE ARROW BUTTON AND SCROLL DOWNWARD UNTIL THE 'SAVE' BLOCK IS HIGHLIGHTED**
- **HIT: ENTER**
- **THIS WILL STORE THE SITE ID IN MEMORY**

POINT ATTRIBUTE SCREEN (Cont'd)

SITE DESCRIPTION

- **TO ENTER A GENERIC SITE DESCRIPTION [ex: FIRE PLUG, MANHOLE1, CURB, CABLE COVER2]**
- **HIT: ENTER**
- **REPEAT THE SAME STEPS USED FOR ENTERING THE SITE ID**
- **NOTE: AFTER THE SITE DESCRIPTION HAS BEEN TYPED IN AND ENTERED, IMMEDIATELY ARROW KEY DOWN TO THE BOTTOM OF THE SCREEN**
- **HIT: SAVE**
- **THIS ACTION STORES THE SITE ID IN MEMORY**

POINT ATTRIBUTE SCREEN (Cont'd)

ANTENNA HEIGHT TYPE

- **NOTE: BEFORE AN ANTENNA HEIGHT VALUE IS ENTERED INTO THE ProMark2, THERE ARE A FEW IMPORTANT POINTS TO CONSIDER IN THIS NEXT PROCESS. WHEN CONDUCTING A SURVEY USING THE GPS SYSTEM, ANTENNA HEIGHT VALUES MUST BE MEASURED VERY ACCURATELY.**
- **IT IS VERY IMPORTANT TO KNOW THE REFERENCE POINT OF THE ANTENNA ITSELF WITH RESPECT TO 'TRIPOD' VERSES 'RANGE POLE' TYPES OF STATION SET-UPS.**
- **REMEMBER, THE ANTENNA IS 'NOT' THE DATA REFERENCE POINT. THE REFERENCE POINT IS ON THE 'BENCHMARK' BELOW WHERE THE ANTENNA IS ALIGNED AND CENTERED ON.**
- **FAILURE TO ACCURATELY ENTER ANTENNA HEIGHT DATA FOR EACH NETWORK STATION MAY PRODUCE MAJOR ERRORS DURING THE POST-PROCESSING SESSION THAT WILL REQUIRE EXTENDED ERROR MITIGATION TIME THAT COULD LEAD TO POTENTIAL PROJECT DEADLINE DELAYS**

POINT ATTRIBUTE SCREEN (Cont'd)

ANTENNA HEIGHT TYPE (Cont'd)

- **TO ENTER AN ANTENNA HEIGHT TYPE, THE ANTENNA MUST BE MEASURED FIRST FROM A REFERENCE POINT ON THE ANTENNA (e.g. SLANT HEIGHT MEASUREMENT POINT (SHMP=TRIPOD) OR ANTENNA REFERENCE POINT (ARP=RANGE POLE) TO THE SURVEY BENCHMARK ON THE GROUND**

SHMP



POINT ATTRIBUTE SCREEN (Cont'd)

ANTENNA HEIGHT TYPE (Cont'd)

- **IN THE HIGHLIGHTED FIELD:**
- **HIT: ENTER**

- **ON THE HEIGHT TYPE SCREEN USING THE ARROW KEY**
- **HIGHLIGHT: SLANT (TRIPOD) OR VERTICAL (RANGE POLE)**
- **HIT: ENTER**

- **TO ENTER AN ANTENNA HEIGHT WITH A SPECIFIC UNIT OF MEASURE [ex: INT'L FEET, U.S. FEET, OR METERS]**
- **HIT: ESCAPE**
- **THIS ACTION WILL RETURN TO THE SURVEY MENU SCREEN**
- **ARROW KEY TO UNITS**
- **HIT: ENTER**
- **ON THE UNIT OF MEASURE SCREEN, WHERE IT INDICATES THE 'CURRENT' MEASUREMENT UNIT HIT: ENTER**

POINT ATTRIBUTE SCREEN (Cont'd)

ANTENNA HEIGHT TYPE (Cont'd)

- **ARROW KEY TO HIGHLIGHT A DIFFERENT REFERENCE**
- **HIT: ENTER**

- **HIT: ESCAPE**
- **THIS ACTION WILL RETURN TO THE SURVEY MENU SCREEN**
- **HIGHLIGHT: POINT ATTRIBUTE**
- **HIT: ENTER**
- **WHEN THE POINT ATTRIBUTE SCREEN REAPPEARS, ARROW KEY DOWN TO: ANTENNA HEIGHT**
- **HIT: ENTER**

- **TO ENTER THE MEASURED ANTENNA HEIGHT**
- **USE THE ARROW KEY TO CHANGE EACH NUMERIC VALUE. TO CHANGE THE NUMBER VALUE IN EACH COLUMN, ARROW KEY LEFT OR RIGHT**
- **TO INCREASE OR DECREASE THE NUMERIC VALUE, ARROW KEY UP OR DOWN**

- **AFTER ALL VALUES HAVE BEEN ENTERED**
- **HIT: ENTER**
- **HIT: SAVE**

POINT ATTRIBUTE SCREEN (Cont'd)

RECEIVER ID

- **NOTE: DURING A SESSION, EACH RECEIVER MUST BE PROGRAMMED WITH A UNIQUE 'ID' TO CORRELATE DATA POINTS FOR SUBSEQUENT POST-PROCESSING**

- **TO ENTER A RECEIVER ID:**
- **GO TO: SURVEY MENU**
- **ARROW KEY DOWN AND HIGHLIGHT: RECEIVER ID**
- **HIT: ENTER**

- **CLEAR THE SCREEN AND ENTER: FOUR ALPHANUMERIC CHARACTERS IN THE ENTRY FIELD WITH THE APPROPRIATE RECEIVER ID**
- **HIT: OK**

- **WHEN THE RECEIVER DEFAULTS BACK TO THE 'RECEIVER ID' SCREEN**
- **HIT: SAVE**

GO TO MODULE SIX